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 [TensaiMan](#)

Feb 3 2007, 03:14 AM

Post #1



Kiel Hyre Quest - pRO version (Complete)
by TensaiMan

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Note: This is one long quest. Long long long. Be prepared to kill an afternoon.

The Kiel Hyre Quest is available with Episode 10.4 (14 in pRO), Hugel.

Level Requirement: Level 70 or higher

Item Requirements:

2 Cheese - Evil Cloud Hermit in Kunlun Dungeon 2 and 3

7 Milk - Prontera Milk Merchant

Group: Members

Posts: 193

Joined: 25-July 06

Member No.: 180

Level: 1

Pwns: 0 | Jellopies: 5,008

Hp: 30/30

Str: 30/30

Exp: 4/30

5 Cacao - Yoyos

10 Raw Fish - Buy in the Restaurant in Amatsu (215,116) for 350z/10pcs

Quest Rewards:

700k base exp (first part)

1m base exp (second part)

1 Taming Gift Set

1 Old Card Album

Access to Robot Factory 1 and 2

1) Go to Juno and enter the bar (51, 105). A dialog will open. Talk to the Pub Master by the entrance and hear him out. Help him, and you'll be tasked to deliver some Culinary Wine to Lecollane in Kiel Hyre Academy. I recommend saving at Juno because you'll be forced to go back there soon. Make that often.



[Vandt]

Hi there, welcome
to my pub. So what
would you like to have?

Beer, please.

A cocktail, please.

Soju, please.

You look worried, what's up?

OK

cancel

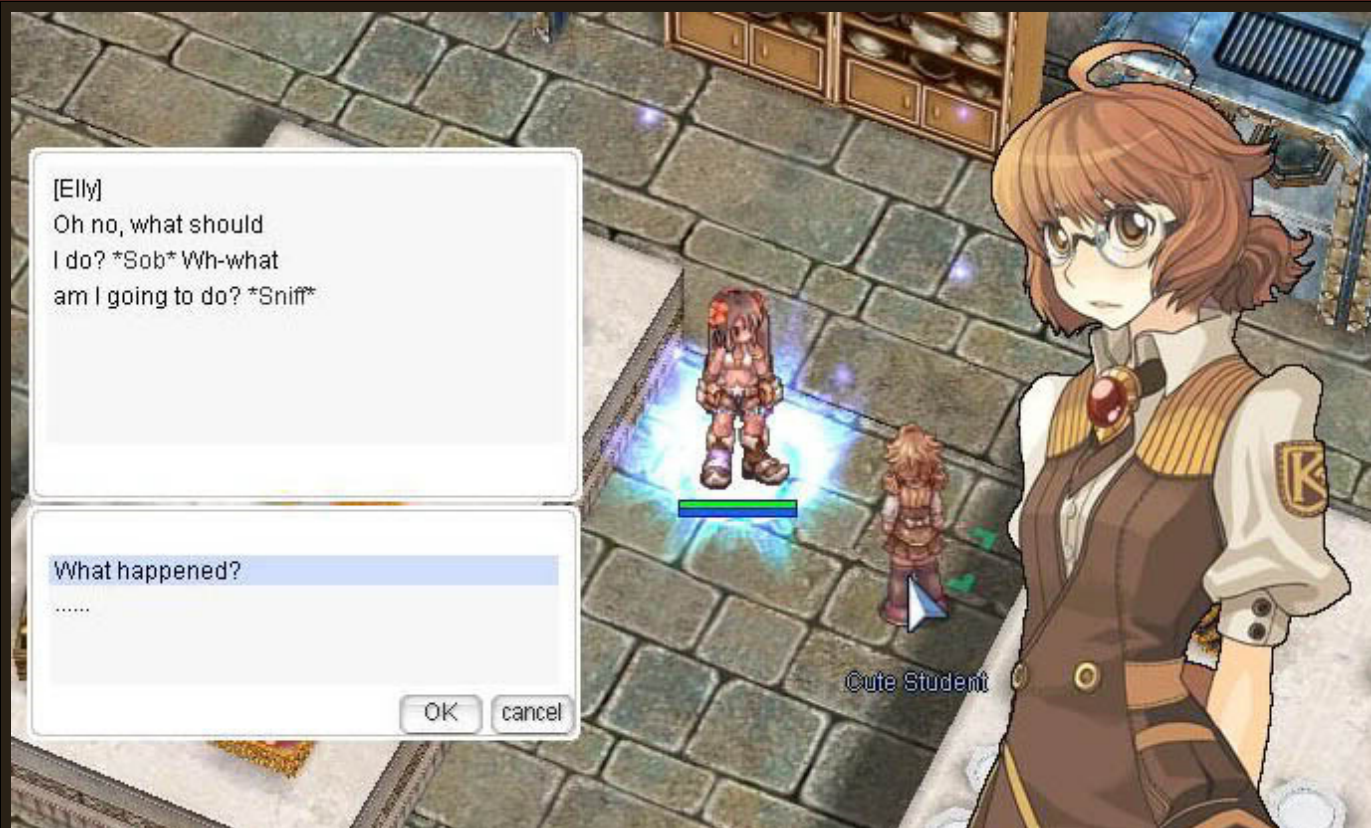
2) Go to yuno_fild08 (SEES from Juno or NNW from Aldebaran) and make your way towards the middle. Talk to one of the

security guards and tell him that you're there for a delivery. Answer **Lecollane** then **Culinary Wine**, and he'll let you in.

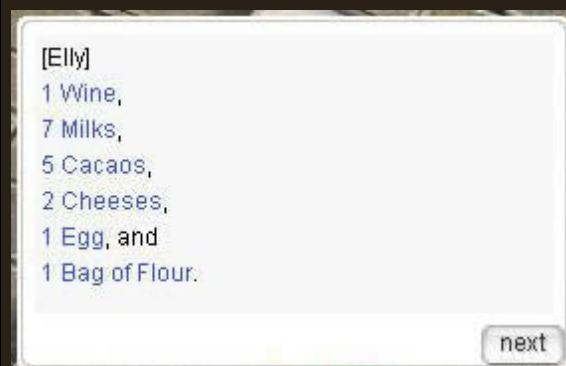
3) You'll over hear two students talking. Go to the stairs down at the lower right part, and you'll meet Lecollane. Deliver the wine.



4) After the dialogue, go a bit southeast to find Elly.

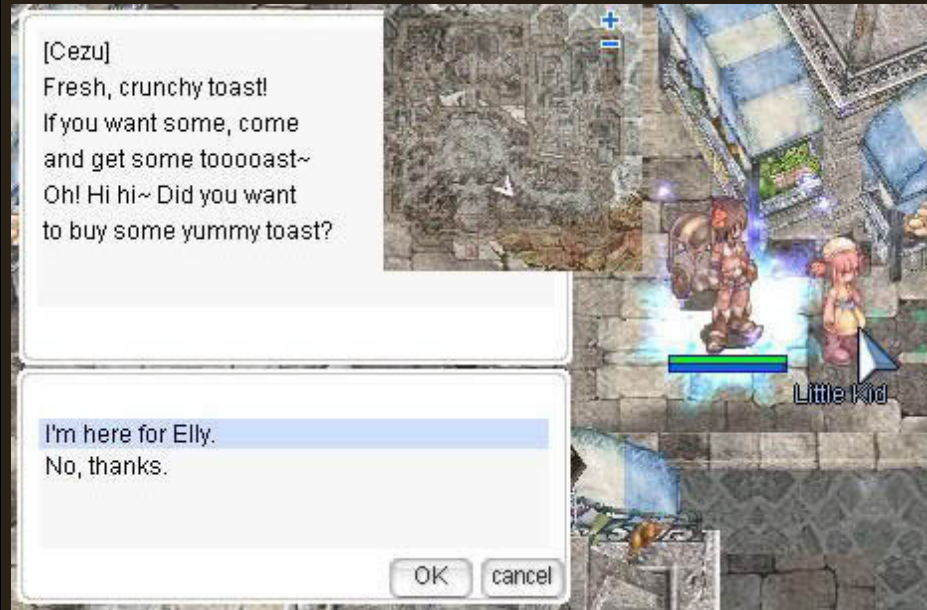


Ask her what happened, and offer to help. You'll have to bring the following:



- 1 Wine - go back to the bar in step 1 and get another bottle for 1000z.
- 7 Milk - You should already have these by now.
- 5 Cacao - Ditto.
- 2 Cheese - Ditto.
- 1 Egg - next step
- 1 Bag of Flour - next step

5) Go to 217,114 in Juno and talk to Cezu. Tell her you're there for Elly, and she'll tell you to go to Lighthalzen for the egg and flour.



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6) In Lighthalzen, go to the upper rightmost part of the slums. Talk to Mills (365,300) near the windmill. You'll get a Delivery Package.



7) Return to Cezu and give her the package. She'll make a second package for Elly.

8) Make sure you have all of the ingredients. Return to Kiel Hyre. The guards should let you in freely at this point. Give Elly what she needs and she'll give you some of her cookies.

9) Talk to her again. Accept her request to deliver cookies to her Grandfather at Kiel Hyre's Cottage, which is one map north of Kiel Hyre Academy.

10) Talk to the guard at (93,210). You should be at yuno_fild02. Tell him you have an appointment with Kiel Hyre. You won't be able to enter.

11) Go back to Elly and she'll give you a Cottage Key. Go back to the cottage and use the key to open the door at (75,218).



12) Once you're inside, do not move. Face the southwest and walk six tiles forward. Then walk three tiles to your character's left, then three towards the southwest again, and four to your character's left. You should get a letter.



13) Return to Elly with the letter. After she reads it, talk to her again and ask her about the academy, and then about the strange incidents. Talk to her again and she'll ask you to investigate the cottage.

14) At the cottage, enter the door you previously unlocked. Check out the bookshelves on the wall repeatedly until you hit a switch. You should see a warp portal animation to the upper right. Go there and investigate the wall. Enter.

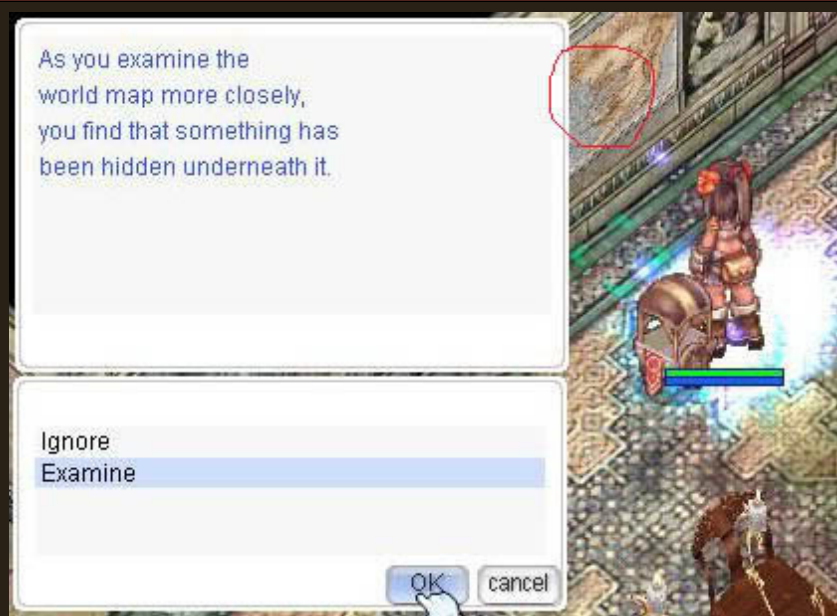




15) As soon as you enter grab some pet food from a box behind you for 1100z.



Enter the portal you see and you will be in the main hall. Go a bit northwest and check out the map on the wall. Examine when prompted.



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16) Go back to the previous room and examine the pot.



With this, go back to the map and examine it once again. You'll find a poem. Take note of this poem, it will be important later.

I'll have to fight four snakes with four swords to find her. The first sword is love. The second sword is despair. The third sword is rage. The fourth sword is hope. To find her, to rescue her.

next

17) Enter the southwest portal and examine the green jar in the room. Look inside and you'll get an Old Bronze Key.

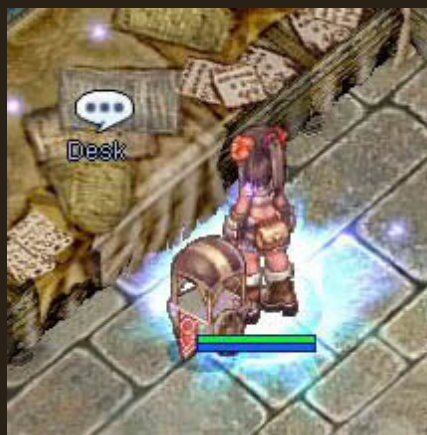


18) Head south from here into the garden. Check the pool and you'll see two handles. Use the left handle first, and examine it further. Push the button.



19) Head to the portal to your right. You'll be in the main hallway. Hug the right wall and go up until you see another portal. Inside, go up the stairs. A dog will be guarding the path. Give him some Pet Food so you can pass.

20) Enter the second room you see (no portals here) and check the desk piled with documents.



21) Check the box at the bottom of the room to get a Green Key Card.



22) Go to the library (the last room) and examine the bookshelf to the right. Keep examining it until you see two keyholes. Insert the **Cottage Key** first and the **Green Keycard** to the second. You'll get a Grey Box.



23) Go to the first room in this area (with a bed) and check out the drawer to the right of the bed. You'll get a Yellow Key Card.



24) In the same room, check out the cabinet with the potions. Use the **blue liquid** on the documents to reveal another poem. Take note of this poem, it will be important soon.



[Poem]

The first snake is made of
steel, but I used my rage
to destroy it. The second
snake is made of magic,
but my love pierced its heart.

next

[Poem]

The third snake is flesh
and blood, but my hope
defeated it in the end.
However, the fourth and
final snake is formless, and
no one knows its appearance.

[Poem]

I cast my despair to the air,
but nobody knows if it killed
the snake. I am merely a little
lost devil with four swords and
four snakes, searching for that
girl in the darkness.

next

25) Head back downstairs. Check out the decoration with four swords east of the stairs. You have to insert the swords in the correct order. Remember the poem in the map and in the document? Use them to figure out the order. For me, the order was Second, Fourth, First, Third. It may change for other people, so be sure to take note of the two poems. I've gotten news that the correct order may also be reverse of what I have. (Third, First, Fourth, Second)



26) You'll be teleported somewhere. Press the button on the right test tube. Input '**a little lost devil**' and the voice will give you a code. **4772961**.



27) Return to Elly. She won't be in the school. Go behind the school at the dormitories and check the window. Climb the pipe until you get in.



28) Talk to Elly inside. She won't answer. Check the cookie basket on the table. Talk to Elly again and this time yell "Time to wake up, Elly!" without the quotes. She'll drop a Golden Key and a Luxurious Button. Talk to Elly to use the key on the box to get the Blue Key Card.



29) Leave the room through the window and check the nearby graves. Investigate the lower right one. Type in **Yellow Keycard** first, then **4772961**. A secret path will open, giving you entrance to the Robot Factory.



30) Make your way to (235,49). I suggest bringing a small party along just in case you can't handle the aggressive monsters here alone. To open the door, type **Blue Keycard**.



31) You'll see five NPCs here. Talk to them. Show her the Golden Key to confirm that you're Elly's friend. At the next room, talk to Allysia and she'll give you the Red Key Card. You'll be teleported back to near the entrance.



32) This time go along the uppermost path to the blocked area. Click the Mechanical Device and type **Red Keycard** to access the blocked area.



33) Approach the rightmost door. You'll get a Metal Fragment. Use the portal nearby to exit the area, and make your way back to Allysia.

34) Talk to Allysia and she will take your keycards. She'll also ask you to go to the Kiel Hyre Mansion in Lighthalzen.

35) Go to (188,203) and enter the building. It's just above the item shop building.



Talk to the steward and show him the Golden Key.

36) In the room, talk to Kiel Hyre and ask everything. Talk to Allysia and ask everything. Talk to Kiel Hyre again and he will give you 700k exp (confirmed) and a Taming Gift Set.

37) Exit the mansion and you'll be knocked unconscious.

38) When you wake up, you'll automatically talk to the mysterious woman when you try to leave. Tell her nothing, but you'll end up telling everything anyway. She'll introduce herself as Mitchell Layla.

39) Talk to her again. You now have to go to Juno. Talk to her again and you'll be warped to the entrance to Juno's Airport.

40) Go to (254,135) and you'll see an Odd Grandma and an Old Lady.



Talk to the Grandma first, then the Lady. Ask the Lady about the Grandma, and ask about Allysia. In the end she'll give you The Rosimier's Mansion Keys.

41) Enter the mansion to the right of where you are (270,139). Go upstairs at the end of the hallway. Go south and right a bit and enter the room with many portals.



Head to the end of the hallway and enter the portal to the left. Open the second drawer of the desk and you should get a letter. Check the bookshelf in the same room for another letter.



42) Head back downstairs and enter the second portal you see while going down the hallway. Check the shelf near the portal and use the key on it. Check the first drawer to get a Woman's Portrait.



43) There is another portal in the room. Enter it and check the table in that room to get the Family Portrait.



44) Go back to the Old Lady and she'll tell you to go to the fisherman south of Kiel Hyre Academy.

45) Head one map south of the academy (yuno_fild12) and go to the fisherman at the longest peninsula (232,222). He'll ask for some Raw Fish. Afterwards he'll tell you to visit Kiel's old hut.



46) Kiel's hut is two maps north of Aldebaran (yuno_fild09) and is in the middle of the largest plain area (around 155,217). Check the Wooden Board at the south of the house to get Man's Portrait.



47) Return to Lighthalzen and talk to the steward to return to Mitchell. Talk to her and you'll be asked to interrogate Kiel Hyre. Use the steward again to go to Kiel Hyre and confront him. Accept his request and you'll get the Power Device. Talk to him once you're ready for the next area, and he'll open a portal for you.

IMPORTANT NOTE: Only a player in the middle of the quest can open the portal. Also, only one player at a time may finish the quest, aka get Allysia's Ring. Have that person initiate all the dialogue. You will also need three Black Key Cards per run. One person can open each door and the rest can go in without using Black Key Cards.

48) In the new room, check the Receiver next to the bed, and an Alicel and Aliot will be summoned. Defeat them and a Black Key Card will drop from the receiver. Note that you can do this repeatedly for more Black Key Cards. You will need three.



49) Check the vase at the room's upper left corner. Turn it over when prompted and read the message.



50) Check the box right below the receiver. When prompted, say '**open the door**' and you will get a Toy Key Card.



51) Examine the door to the right and open it by typing **Toy Key**. As long as you've opened it with the Toy Key before, it will open when you click on it even if it's not in your inventory, unless you've already finished the quest.



52) Click on the door and enter '**Black Keycard**' when prompted. Enter the door and you will be in another passageway. Make your way to the next door.



53) There will be another door at the end. Click it and type '**Black Keycard**' when prompted. The door will open and you'll be in another passageway again.



54) Make your way to the fourth door and open it with the **Black Keycard**. You will only need one for this door. (Doddler's Guide says two.) If you need keycards, click on the tubes at the left part of the room to summon more Alicels and Aliots.



55) At the fifth and final door, you will need to force it open. Do this four times. Each time monsters will spawn. Now, you need to pry open the door. Any piece of metal will do, like Metal Plates, but the Solid Iron Piece dropped by the Alicels and Aliots are the most effective. Four of these will open the door. Note that you can still go in the door after the one who opened it has gone inside.



56) Once the door is open, you will be in a large room. A large amount of monsters will spawn. Head to the center of the room and talk to Kiel.



57) He will disappear and summon more monsters. Kill them and he will reappear. Talk to him again, and after the dialogue, he will transform and attack you. Kiel is a Boss-type monster with 523000 HP, is Formless, and is Dark 2. Acid Bomb should do good damage as his vit is 78, just make sure his Pneuma isn't on. He does not summon any mobs.



58) Defeat him, and talk to him again. After the dialogue talk to him again and he will give you Allysia's Ring. A portal will appear behind him. Make sure you have the ring, then use it to leave. Be sure to leave fast as the building will detonate after three minutes.

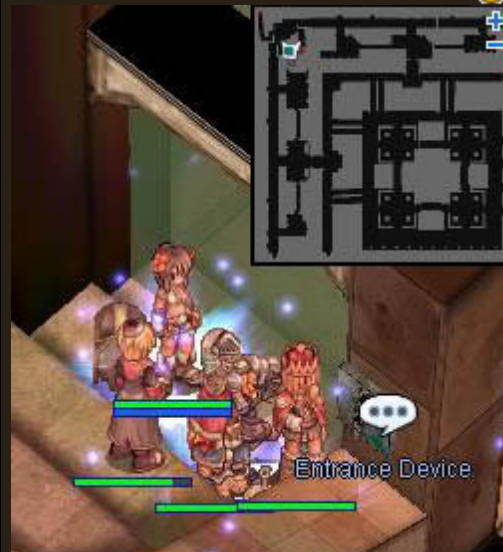
[Kiehl]
D-damn...!
Well played, adventurer.
Well played. I should have
known that Father would send
the very best after me. Still,
you've failed to truly defeat me.

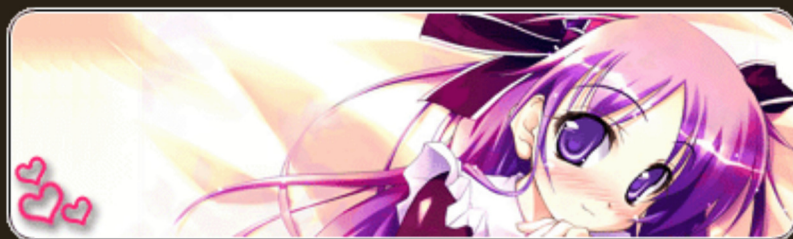
next

59) Return to Kiel Hyre in the mansion. He will give you 1m exp (confirmed), an Old Card Album, and a Luxurious Key Card to access the second level of the Robot Factory. The quest is complete.



To enter the second level of the dungeon, go near the red spot on your minimap near the entrance. Enter **Luxurious Keycard** at the panel. Now, try to MVP Kiel-D-01. 😊





RO Fanfics - [A Thousand Cranes](#) | [Kafra Chronicles](#) | [Kafra's Little Secret](#) | [When the Heavens Cry](#) | [Flare](#)
Ficwriter's Guide to Rune-Midgard - No, not a guide. Just a fic about random insanity.

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 **Silver Lung**

Feb 3 2007, 04:27 AM

Post #2



Hindi ako nasama >.<
Nice guide 😊

Group: Members
Posts: 144
Joined: 30-January 07
From: Etivac
Member No.: 19,935

Level: 1
Pwns: 0 | Jellopies: 5,045
Hp: 30/30
Str: 30/30
Exp: 2/30